

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- Claim 1 (currently amended): A gaming device comprising:
- at least one input device configured to receive an input of a wager;
 - a display device operable to display:
 - (i) a plurality of locations including a first location, wherein the plurality of said locations form a path,
 - (ii) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and
 - (iii) at least one setback condition associated with at least one of the locations along the path;
 - a processor; and
 - at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:
 - (a) cause the symbol to move to at least one of the locations along the path toward the first location,
 - (b) each time the symbol moves to the at least one location associated with the setback condition, relocate the symbol to one of the locations along the path further from the first location,
 - (c) determine a number of each of the locations the symbol has moved to,
 - (ed) repeat (a) to (bc) until the symbol moves to the first location, and
 - (de) provide a player an award based on the determined number of locations the symbol is-has moved to before the symbol moves

to the first location, said award being separate from any value which is associated with any of the locations prior to the symbol is being moved to any of said locations.

Claim 2 (previously presented): The gaming device of Claim 1, wherein the display device is operable to display at least one advance condition associated with at least one of said locations along the path.

Claim 3 (previously presented): The gaming device of Claim 2, wherein when executed by the processor, said plurality of instructions cause said processor to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 4 (previously presented): The gaming device of Claim 1, wherein the display device is operable to display a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 5 (currently amended): A gaming device comprising:

- ~~a game operable upon a wager by a player;~~
- a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;
 - at least one symbol adapted to make a plurality of moves to a plurality of the locations;
 - at least one setback condition associated with at least one of the locations along the path; and
 - a triggering event associated with ~~said a game operable upon a wager by a player~~, wherein after each occurrence of said triggering event:
 - (a) the symbol is moved to ~~at least one~~ of the locations along the path toward the first location,
 - (b) each time the symbol moves to the at least one location associated with the setback condition, the symbol is relocated to one of the locations along the path further from the first location,
 - (c) a number of each of the locations the symbol has moved to is determined.
- ~~(ed)~~ (a) to ~~(bc)~~ are repeated until the symbol movement terminates when the symbol is moved to the first location, and
- ~~(de)~~ the player is provided an award based on the determined number of locations the symbol ~~is has~~ moved to before the symbol moves to the first location, said award being separate from any value which is associated with any of the locations prior to the symbol ~~is being~~ moved to any of said locations.

Claim 6 (previously presented): The gaming device of Claim 5, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 7 (original): The gaming device of Claim 6, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 8 (original): The gaming device of Claim 5, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 9 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable to display:

(i) a plurality of locations including at least: a first location, a second location, ~~wherein the~~ and a plurality of said locations designated locations which form a path between said first location and said second location,

(ii) a plurality of awards associated with a plurality of said designated locations along the path,

(iii) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and

(iv) at least one setback condition associated with at least one of the designated ~~of the~~ locations along the path;

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

(a) cause the symbol to move to ~~at least one~~ of the locations ~~along the path toward the first~~ second location,

~~(b) provide a player any award associated with the location of the symbol,~~

~~(c) each time the symbol moves to the at least one location associated with the setback condition, relocate the symbol to one of the locations along the path further from the first~~ second location, and

(c) determine a number of each of the locations the symbol has moved to,

(d) if the symbol moves to one of the locations before the first location, cause a terminating condition to occur,

(e) if the symbol moves to one of the locations after the second location, cause the terminating condition to occur.
(df) repeat (a) to (e) until the terminating condition occurs the symbol moves to the first location., and
(g) after the terminating condition occurs, provide a player a total award based on any award associated with any of the designated locations the symbol has moved to and the determined number of designated locations the symbol has moved to before the terminating condition occurs.

Claim 10 (cancelled).

Claim 11 (original): The gaming device of Claim 9, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 12 (currently amended): The gaming device of Claim 9, wherein the display device is operable to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 13 (currently amended): The gaming device of Claim 12, wherein when executed by the processor, said plurality of instructions cause said processor to relocate the symbol to one of the locations ~~toward~~ further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 14 (currently amended): The gaming device of Claim 9, wherein the display device is operable to display a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 15 (currently amended): A gaming device comprising:

a primary game operable upon a wager by a player;

a plurality of locations including at least a first location, a second location,
~~wherein the and a plurality of said locations designated locations which~~ form a path
between said first location and said second location;

a plurality of awards associated with a plurality of said designated
locations along the path;

at least one symbol adapted to make a plurality of moves to a plurality of
the locations;

at least one setback condition associated with at least one of the
designated of the locations along the path; and

a triggering event associated with said a primary game operable upon a
wager by a player, wherein after each occurrence of said triggering event:

(a) the symbol is moved to ~~at least one of the locations~~ along
the path toward the first-second location,

(b) ~~the player is provided any award associated with the location~~
~~of the symbol;~~

(c) each time the symbol moves to the at least one location
associated with the setback condition, the symbol is relocated to
one of the locations ~~along the path further from the first-second~~
location, ~~and~~

(c) a number of each of the locations the symbol has moved to
is determined,

(d) if the symbol moves to one of the locations before the first
location, a terminating condition occurs,

(e) if the symbol moves to one of the locations after the second
location, the terminating condition occurs,

(df) (a) to (ee) are repeated until the terminating condition
occurs, and the symbol movement terminates when the symbol is
moved to the first location.

(g) after the terminating condition occurs, provide a player a total award based on any award associated with any of the designated locations the symbol has moved to and the determined number of designated locations the symbol has moved to before the terminating condition occurs.

Claim 16 (cancelled).

Claim 17 (original): The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 18 (currently amended): The gaming device of Claim 15, which includes at least one advance condition associated with at least one designated location along the path.

Claim 19 (currently amended): The gaming device of Claim 18, wherein the symbol is relocated to one of the locations ~~toward~~further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 20 (currently amended): The gaming device of Claim 15, which includes a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 21 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable to display:

- (i) a plurality of locations including a first location, wherein the plurality of said locations form a path,
- (ii) a plurality of awards associated with a plurality of locations along the path,
- (iii) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and
- (iv) at least one setback condition associated with at least one of the locations along the path;

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

- (a) cause the symbol to move to ~~at least one~~ of the locations along the path toward the first location,
- (b) each time the symbol moves to the at least one location associated with the setback condition, relocate the symbol to one of the locations along the path further from the first location,
- (c) determine a number of each of the locations the symbol has moved to.
- (~~ed~~) repeat (a) to (~~bc~~) until the symbol moves to the first location, and
- (~~de~~) provide a player a total award based on any award associated with any of the locations the symbol ~~is-has~~ moved to and the determined number of locations the symbol ~~is-has~~ moved to before the symbol moves to the first location.

Claim 22 (previously presented): The gaming device of Claim 21, wherein the display device is operable to display at least one advance condition associated with at least one of said locations along the path.

Claim 23 (previously presented): The gaming device of Claim 22, wherein when executed by the processor, said plurality of instructions cause said processor to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 24 (previously presented): The gaming device of Claim 21, wherein the display device is operable to display a plurality of setback conditions associated with a plurality of said locations along the path.

Claim 25 (currently amended): A gaming device comprising:

- a ~~game operable upon a wager by a player~~;
- a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;
- a plurality of awards associated with a plurality of said locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one of the locations along the path; and
- a triggering event associated with said a game operable upon a wager by a player, wherein after each occurrence of said triggering event:
 - (a) the symbol is moved to ~~at least one~~ of the locations along the path toward the first location,
 - (b) each time the symbol moves to the at least one location associated with the setback condition, the symbol is relocated to one of the locations along the path further from the first location,
 - (c) a number of each of the locations the symbol has moved to is determined,
 - (~~d~~) (a) to (~~b~~c) are repeated until the symbol movement terminates when the symbol is moved to the first location, and
 - (~~d~~e) the player is provided a total award based on any award associated with any of the locations the symbol ~~is has~~ moved to and the determined number of locations the symbol ~~is has~~ moved to before the symbol moves to the first location.

Claim 26 (original): The gaming device of Claim 25, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 27 (original): The gaming device of Claim 26, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 28 (original): The gaming device of Claim 25, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

Claim 29 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;
a display device operable to display:

- (i) a first location,
- (ii) a second location,
- (iii) a plurality of locations including a plurality of designated locations which form a path between said first location and said second location,
- (iv) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and
- (v) at least one setback condition associated with at least one designated location along the path;

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

- (a) cause the symbol to move to different designated locations along the path from the first location toward the second location,
- (b) each time the symbol moves to the at least one location associated with the setback condition, relocate the symbol to one of the designated locations along the path toward the first location and further from the second location,

(c) determine a number of each of the designated locations the symbol has moved to,

(ed) repeat (a) to (bc) until the symbol moves to one of the locations that is not between the first location and the second location, and

(de) provide a player an award based on the determined number of designated locations the symbol is has moved to before the symbol moves to one of the locations that is not between the first

location and the second location, said award being separate from any value which is associated with any of the designated locations prior to the symbol ~~is-being~~ moved to any of said designated locations.

Claim 30 (cancelled).

Claim 31 (previously presented): The gaming device of Claim 29, wherein the display device is operable to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 32 (previously presented): The gaming device of Claim 31, wherein when executed by the processor, said plurality of instructions cause said processor to relocate the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 33 (previously presented): The gaming device of Claim 29, wherein the display device is operable to display a plurality of setback conditions associated with a plurality of said designated locations along the path.

Claim 34 (currently amended): A gaming device comprising:

- ~~a primary game operable upon a wager by a player;~~
- a first location;
- a second location;
- a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one designated location along the path; and
- a triggering event associated with said a primary game operable upon a wager by a player, wherein after each occurrence of said triggering event:
 - (a) the symbol is moved from the first location to one of the designated locations along the path toward the second location,
 - (b) each time the symbol moves to the at least one location associated with the setback condition, the symbol is relocated to one of the designated locations along the path toward the first location and further from the second location,
 - (c) the symbol is moved to another one of the locations toward the second location and further from the first location, wherein the movement of the symbol terminates if the symbol is moved to one of the locations that is not between the first location and the second location, and
 - (d) a number of each of the designated locations the symbol has moved to is determined, and
 - ~~(de)~~ the player is provided an award based on the determined number of designated locations the symbol ~~is has~~ moved to before the symbol moves to one of the locations that is not between the first location and the second location, said award being separate from any value which is associated with any of the designated

locations prior to the symbol is being moved to any of said designated locations.

Claim 35 (previously presented): The gaming device of Claim 34, which includes at least one advance condition associated with at least one designated location along the path.

Claim 36 (previously presented): The gaming device of Claim 35, wherein the symbol is relocated to one of the locations toward the second location and further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 37 (previously presented): The gaming device of Claim 34, which includes a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 38 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;
a display device operable to display:

- (i) a first location,
- (ii) a second location,
- (iii) a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location,
- (iv) a plurality of awards associated with a plurality of said designated locations along the path,
- (v) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and
- (vi) at least one setback condition associated with at least one designated location along the path;

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

- (a) cause the symbol to move to different designated locations along the path from the first location toward the second location,
- (b) provide a player any award associated with the location of the symbol,
- (c) each time the symbol moves to the at least one location associated with the setback condition, relocate the symbol to one of the designated locations ~~along the path toward the first location and further from the second location, and~~
- (d) if the symbol moves to one of the locations before the first location, cause a terminating condition to occur,
- (e) if the symbol moves to one of the locations after the second location, cause the terminating condition to occur, and

(df) repeat (a) to (ee) until the terminating condition occurs~~the symbol moves to one of the locations that is not between the first location and the second location.~~

Claim 39 (previously presented): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of locations the symbol is moved to.

Claim 40 (previously presented): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 41 (cancelled).

Claim 42 (previously presented): The gaming device of Claim 38, wherein the display device is operable to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 43 (currently amended): The gaming device of Claim 42, wherein when executed by the processor, said plurality of instructions cause said processor to relocate the symbol to one of the locations ~~toward the second location and~~ further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 44 (previously presented): The gaming device of Claim 38, wherein the display device is operable to display a plurality of setback conditions associated with a plurality of said designated locations along the path.

Claim 45 (currently amended): A gaming device comprising:

- ~~— a primary game operable upon a wager by a player;~~
- a first location;
- a second location;
- a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;
- a plurality of awards associated with a plurality of said designated locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one designated location along the path; and
- a triggering event associated with ~~said a primary game operable upon a wager by a player~~, wherein after each occurrence of said triggering event:
 - (a) the symbol is moved along the path from the first location to one of the designated locations toward the second location,
 - (b) the player is provided any award associated with the location of the symbol,
 - (c) each time the symbol moves to the at least one location associated with the setback condition, the symbol is relocated to one of the designated locations ~~along the path toward the first location and~~ further from the second location, and
 - (d) if the symbol moves to one of the locations before a first location, cause a terminating condition to occur,
 - (e) if the symbol moves to one of the locations after the second location, cause a terminating condition to occur, and
 - (df) the symbol is moved to another one of the locations toward the second location and further from the first location, wherein the movement of the symbol terminates when a terminating condition

~~occurs if the symbol is moved to one of the locations that is not
between the first location and the second location.~~

Claim 46 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.

Claim 47 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 48 (previously presented): The gaming device of Claim 45, which includes at least one advance condition associated with at least one designated location along the path.

Claim 49 (currently amended): The gaming device of Claim 48, wherein the symbol is relocated to one of the locations ~~toward the second location and~~ further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 50 (previously presented): The gaming device of Claim 45, which includes a plurality of setback conditions associated with a plurality of the designated locations along the path.

Claim 51 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising:

(a) causing a display device to display a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) each time the symbol moves to the at least one location associated with the setback condition, relocating said symbol to one of the locations along the path further from the first location;

(d) determining a number of each of the locations the symbol has moved to;

(de) repeating steps (b) to (ed) until the symbol is moved to the first location; and

(ef) providing a player an award based on the determined number of locations the symbol ~~is~~has moved to before the symbol is moved to the first location, said award being separate from any value which is associated with any of the locations prior to the symbol is being moved to any of said locations.

Claim 52 (previously presented): The method of Claim 51, which includes relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

Claim 53 (original): The method of Claim 51, which is operated through a data network.

Claim 54 (original): The method of Claim 53, wherein the data network includes an internet.

Claim 55 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising :

(a) causing a display device to display a plurality of locations including at least: a first location, a second location, wherein and a plurality of said locations—designated locations which form along—a path between said first location and said second location, wherein said designated locations are each associated with an award and at least one of the designated locations is associated with a setback condition;

(b) determining movement of a player symbol to one of the locations along the path toward the first-second location;

~~(c) providing a player any award associated with the location of the player symbol;~~

~~(dc)~~ each time the symbol moves to the at least one location associated with the setback condition, relocating said symbol to one of the locations along the path further from the first-second location; and

(d) determine a number of each of the locations the symbol has moved to;

(e) if the symbol moves to one of the locations before the first location, causing a terminating condition to occur;

(f) if the symbol moves to one of the locations after the second location, causing the terminating condition to occur;

(eg) repeating steps (b) to (df) until the terminating condition occurs; and the symbol is moved to the first location.

(h) after the terminating condition occurs, provide a player a total award based on any award associated with any of the designated locations the symbol has moved to and the determined number of designated locations the symbol has moved to before the terminating condition occurs.

Claim 56 (currently amended): The method of Claim 55, which includes relocating the player symbol to one of the locations ~~toward~~further from the first location if an advance condition is associated with the designated location of the player symbol.

Claim 57 (original): The method of Claim 55, which is operated through a data network.

Claim 58 (original): The method of Claim 57, wherein the data network includes an internet.

Claim 59 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising:

(a) causing a display device to display a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) each time the symbol moves to the at least one location associated with the setback condition, relocating said symbol further from the first location;

(d) determining a number of each of the locations the symbol has moved to;

(~~de~~) repeating steps (b) to (ed) until the symbol is moved to the first location; and

(ef) providing a player an award based on any award associated with any of the locations the symbol ~~is~~has moved to and the determined number of locations the symbol ~~is~~has moved to before the symbol moves to the first location.

Claim 60 (previously presented): The method of Claim 59, which includes relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

Claim 61 (original): The method of Claim 59, which is operated through a data network.

Claim 62 (original): The method of Claim 61, wherein the data network includes an internet.

Claim 63 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising:

(a) causing a display device to display a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path from the first location and toward the second location;

(c) each time the symbol moves to the at least one location associated with the setback condition, relocating said symbol toward the first location and further from the second location;

(d) determining a number of each of the locations the symbol has moved to;

(de) repeating steps (b) to (ed) until the symbol is moved to a location that is not between the first location and the second location; and

(ef) providing a player an award based on the determined number of locations the symbol is-has moved to before the symbol is moved to the location that is not between the first location and the second location, said award being separate from any award which is associated with any of the locations prior to the symbol is-being moved to any of said locations.

Claim 64 (previously presented): The method of Claim 63, which includes relocating the player symbol to one of the locations toward the second location and further from the first location if an advance condition is associated with the location of the player symbol.

Claim 65 (original): The method of Claim 63, which is operated through a data network.

Claim 66 (original): The method of Claim 65, wherein the data network includes an internet.

Claim 67 (currently amended): A method of operating a gaming device including at least one input device configured to receive an input of a wager, for each play of a game, said method comprising:

(a) causing a display device to display a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path from the first location and toward the second location;

(c) providing a player any award associated with the location of the player symbol;

(d) each time the symbol moves to the at least one location associated with the setback condition, relocating said symbol ~~toward the first location and~~ further from the second location; and

(e) if the symbol moves to one of the locations before the first location, cause a terminating condition to occur;

(f) if the symbol moves to one of the locations after the second location, cause the terminating condition to occur; and

(eg) repeating steps (b) to (df) until the terminating condition occurs~~the symbol is moved to a location that is not between the first location and the second location.~~

Claim 68 (currently amended): The method of Claim 67, which includes relocating the player symbol to one of the locations ~~toward the second location and~~ further from the first location if an advance condition is associated with the location of the player symbol.

Claim 69 (original): The method of Claim 67, which is operated through a data network.

Claim 70 (original): The method of Claim 69, wherein the data network includes an internet.